## $\Delta \Delta$ <br> ASSOCIATION

# "Creative dominoes" 

Ref. 20529

## CREATIVE DOMINOES

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## CONTENT:

The cards in this original and creative dominoes set are square shaped. The game comprises 28 domino cards of two colours and 7 "diamond" cards. The size of the cards is $9 \times 9 \mathrm{~cm}$. They are made from strong, very hard wearing and high quality thick cardboard.

## DESCRIPTION OF THE CARDS

- DOMINO cards: These are cards of two colours.
- DIAMOND cards: These are guide cards that show the four different tones of a single colour that can be associated on the domino.

1. They can form part of classic dominoes as another card, or be left on the table as a guide.
2. They can be used to close a colour group when playing the "Creative Dominoes" option.

## RECOMMENDED AGE:

From 3 to 8 years.
The size of the cards enables them to be handled easily and enables the participation of both children and adults.

## GAME INSTRUCTIONS:

## CLASSIC DOMINOES:

1. Shuffle all of the dominoes cards and share them out among the players (maximum of 7 cards per player). If there are cards left over, they are placed faced down in a pile on the table.
2. The youngest player with a double card starts, in other words, the one who has a card with two tones of a single colour.
3. In each turn, the players should place a card that matches with one of the colours of the cards at the ends. If the player doesn't have a card, they will pick one up from the pile until they can go. If there are no cards left in the pile, it will be the next player's turn.
4. The first one to get rid of all of their domino cards will be the winner.
5. If the game cannot continue, the one with the fewest cards wins. In the event of a tie, the winners will be all those who have the fewest cards.

## Example of classic dominoes:



## CREATIVE DOMINOES:

1. Shuffle all of the dominoes cards and share them out among the players (maximum of 7 cards per player). If there are cards left over, they are placed faced down in a pile on the table.
2. The youngest player with a double card starts, in other words, the one who has a card with two tones of a single colour.
3. In each turn, the players should place a card that matches with one or more of the colours of the cards on the table. If the player doesn't have a card, they will pick one up from the pile until they can go. If there are no cards left in the pile, it will be the next player's turn.
4. The first one to get rid of all of their domino cards will be the winner.
5. If the game cannot continue, the one with the fewest cards wins. In the event of a tie, the winners will be all those who have the fewest cards.


## Example of creative dominoes:



